

ABSTRACT

Provided are systems and techniques for playing audio/video programs (e.g., movies) using a bank of networked audio/video players (e.g., digital projectors). Initially, a first portion (e.g., the majority) of an audio/video program is stored on a first audio/video player in a bank of networked audio/video players and a second portion (e.g., the balance) of the audio/video program is stored on a second audio/video player in the bank of networked audio/video players. An instruction to play the audio/video program (or a composition that includes the audio/video program) is input in the first audio/video player and, in response to that instruction, the second portion of the audio/video program is transferred from the second audio/video player to the first audio video player and the audio/video program is played on the first audio/video player.